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#include<graphics.h>

#include<stdio.h>

#include<math.h>

#include<dos.h>

int main()

{

    float x,y,x1,y1,x2,y2,dx,dy,step;

    int i,gd=DETECT,gm;

    initgraph(&gd,&gm,"C:\\TURBOC3\\BGI");

    printf("\nEnter the x-coordinate of the first point:");

    scanf("%f",&x1);

    printf("\nEnter the y-coordinate of the first point:");

    scanf("%f",&y1);

    printf("\nEnter the x-coordinate of the second point:");

    scanf("%f",&x2);

    printf("\nEnter the y-coordinate of the second point:");

    scanf("%f",&y2);

    dx=abs(x2-x1);

    dy=abs(y2-y1);

    if(dx>dy)

    {

        step=dx;

    }

    else

    {

```

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        step=dy;
    }
    dx=dx/step;
    dy=dy/step;
    x=x1;
    y=y1;
    i=1;
    while(i<=step)
    {
        putpixel(x,y,400);
        x=x+dx;
        y=y+dy;
        i=i+1;
        delay(100);
    }
    getch();
    return 0;
    closegraph;
}
```

Enter the x-coordinate of the first point:15

Enter the y-coordinate of the first point:250

Enter the x-coordinate of the second point:415

Enter the y-coordinate of the second point:270

A red line segment is drawn on a black background. It is a straight line with a slight negative slope, starting from the left and ending on the right.